

System operation

ID-04-0388

System operation 4.1

Using the terminal

The MG600 graphics terminal is operated by an expanded typewriter keyboard and a mouse. In addition to the main keys on the terminal keyboard, it has a **numeric keypad**, a block containing **cursor keys** and two separate rows of **function keys**.

Main keys

The main key block on the **terminal keyboard** resembles a regular typewriter keyboard.

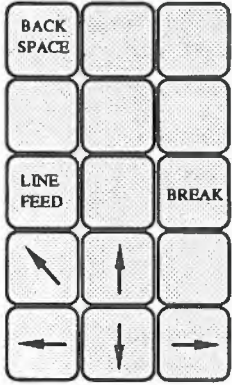
Special keys include

Shift	Hold down while you press another key to type in upper case, to type the upper symbol on the symbolic keys, or to send a "shift" command. Shift commands appear in the format Shift-E.
Capslock	Press to type only upper case letters. To return to lower case, press again.
Ctrl	Hold down while you press another key to send a non-printing command. Control commands appear in the format Ctrl-L.
Return	Press to enter commands or complete lines of text.
Delete	Press to erase the character immediately to the left of the cursor.
No Scroll	Press to "freeze" the screen, for example, during a lengthy listing of a catalog directory. Press once more to "unfreeze" the screen and start the list scrolling again.
Spacebar	Press to scroll through certain menu selections.

The main keys



Using the terminal (con't)



Cursor key block

Cursor key block

The block of keys immediately to the right of the main keys of the terminal keyboard contain the **cursor keys** and other **command keys**.

Backspace

Press to erase one letter at a time from right to left in the Monitor or to move the cursor backwards one space without erasing in the Screen Editor.

Arrow keys

In the Screen Editor, the RTP system and the Utility Program menus, press to move the cursor in the direction indicated by the arrow. The slanted arrow key (home key) returns the cursor to the command column in the Screen Editor. Arrow keys are inactive in the Monitor.

Break

In the Monitor, press to stop a listing and bring back the Ready prompt. In RTP system, press to return to the Monitor.

Line feed

In the Monitor, press to advance one line at a time.

Other keys in this block are not yet assigned.

Numeric keypad and function keys

The rightmost block of keys contains the **numeric keypad**. These keys are used only in some RTP displays and the Music Printing option to enter numeric values.

At the top of the numeric keypad are four pre-programmed **function keys (F1–F4)** which, when pressed, quickly move you from the current software module to another.



*Numeric keypad with
function keys*

Using the terminal (con't)



*Programmable
function keys*

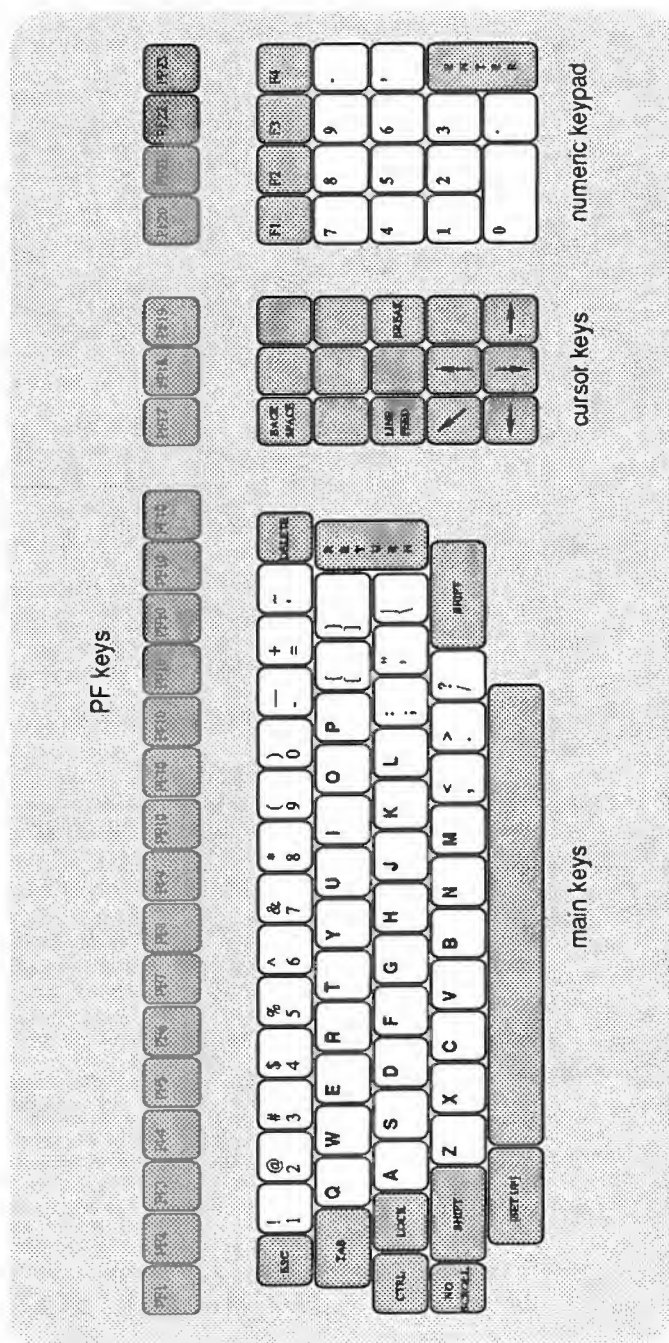
Programmable function keys

Across the top of the keyboard are 23 **programmable function keys (PF1-PF23)**. You can program each of these keys to send a complete set of Monitor commands or other information to the computer.

Anything you frequently type in the Monitor, such as a word or device name, a command or a series of commands, can be assigned to a PF key. Each key can have two assignments, one in its shifted position and one in its unshifted position. Once a key is programmed, you can send the message with one or two keystrokes.

Labels can be placed on the panel above the PF keys so that you can remember how each key has been programmed.

The programming of each PF key is stored in memory and remains there even when you turn off the computer. You clear or change a PF key by reprogramming it. See "Advanced Monitor and Screen Editor Techniques" in the manual *Organizing and Storing Sounds*.



**Terminal keyboard
(MG600)**

Using the mouse

The mouse is a hand-operated controller used to operate many functions in the RTP system.

Moving the mouse and mouse cursor

You can activate commands, store and move values, enter and exit displays and perform many other operations using the **mouse**.

The position of the mouse required for proper operation is with the cable pointing away from you. Rest your hand comfortably on the face of the mouse so that you can easily move the mouse across a flat surface and reach the mouse buttons.

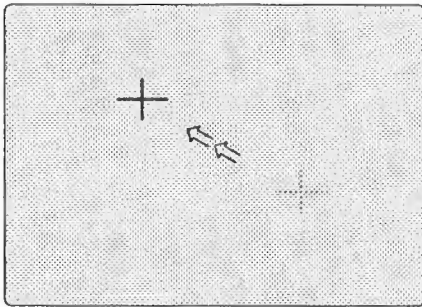
Notice that as you move the mouse, the **mouse cursor** (a small crosshair) on the screen immediately responds. You do not need to press any buttons yet.

- Move the mouse over a desktop or other flat surface.

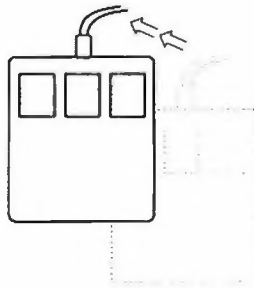
The mouse cursor on the screen moves in a corresponding direction.

If the mouse runs out of room, pick it up and move it to a different location where you have more room. Picking up the mouse does not affect the mouse cursor. The mouse cursor only moves when you roll the mouse across a surface.

No operation is activated by the mouse until you depress, or click, one of the mouse buttons.



Cursor movement on
the screen corresponds
to mouse movement



Clicking and dragging

When you are instructed to **click** with the mouse, this means to

- Press and immediately release the mouse button.

Clicking on something with the mouse may activate a command, select a menu choice, exit a display or enter a value.

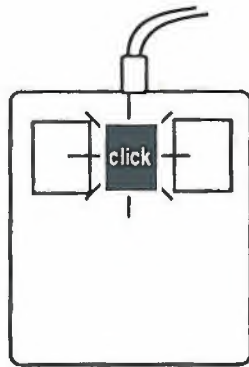
When you are instructed to **drag** with the mouse, this means to

- Press and hold the mouse button while moving the mouse.

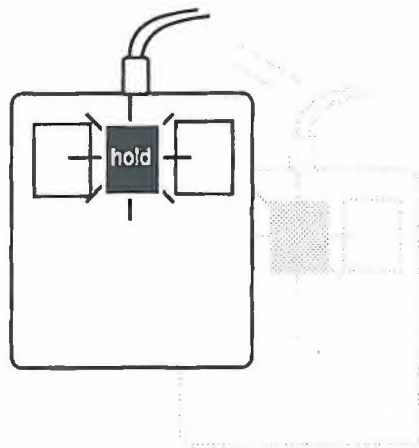
When you press the mouse button, you are selecting the item at the mouse cursor location. As you move the mouse, the item you have selected is moved, or "dragged," along with the mouse. When you release the mouse button, the selected item is placed in the new location.

Dragging is used to move something from one place to another or to quickly toggle through a selection menu.

*Clicking and
dragging with the
mouse*



*Quickly press and
release to click*



*Press and hold while
moving the mouse to
drag*

Using the mouse (con't)

Using the mouse buttons

There are three buttons on the mouse. Each button has a specific function.

- The left button is for diminishing functions. Use it to decrease a numeric value, to turn things off or to step backward through a set of selections.
- The middle button selects, points or activates.
- The right button is for augmenting functions. Use it to increase a numeric value, to turn things on or to step forward through a set of selections.

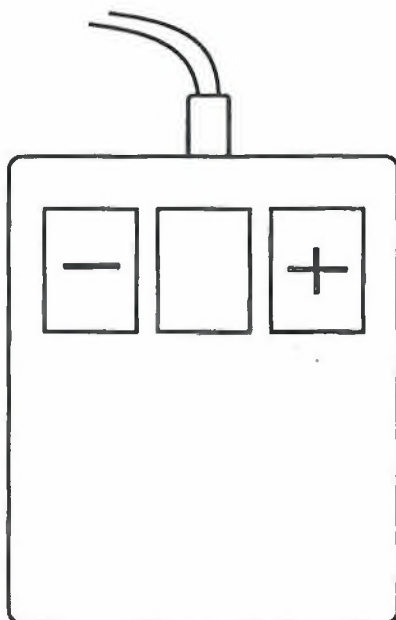
When using the mouse buttons to increase or decrease a numeric value that is separated by colons, for example, beats:measure (3:1) or SMPTE (02:12:25:23.02),

1. Click on the numeric field.

The field highlights.

2. Click on the portion of the value you want to change and use the left or right mouse buttons to increase or decrease only the numeric value that you select.

For example, if you only want to change the hours column of the SMPTE time, click on the field, and then click on the hours value and step to the appropriate value using the mouse buttons.



Operating the Real-Time Performance system

You can move from one software display to another by typing commands or pressing keys on the terminal keyboard or by using the mouse.

Selecting the Real-Time Performance system

When you first start your system, the Welcome Menu appears on the terminal screen and the RTP software is active. If either the Monitor or the Screen Editor displays appear on the terminal screen, you use special command to select the RTP.

To enter to the RTP system from the Monitor

1. Type
`new t; play`
2. Press Return.

The Welcome Menu appears.

To enter the RTP system from the Screen Editor

1. Type
`.n`
in the command column and respond to the query at the bottom of the screen with a new file name.
2. Press Return.
3. Type
`.p`
in the command column.

The Welcome Menu replaces the Screen Editor.

Choosing an RTP display

When you are in the RTP system, you can choose from a variety of directories or displays listed on the Welcome Menu and Main Menu.

To select a directory or display, use one of the following methods:

- Press the arrow keys to move the screen cursor to your selection. Then press Return.
- Type the letter displayed next to your selection.
- Move the mouse so that the mouse cursor is over your selection. Then click the middle mouse button.

To return to the Main Menu from the selected display

- Press Enter, or use the mouse to click the **exit box**, the small box located in the upper right corner of the terminal screen.

Entering text and values

You can enter information into time, text and numeric fields on a terminal screen.

1. Select the field by clicking on it with the mouse.

The mouse cursor moves to the selected field, and the field is highlighted.

2. Enter the appropriate information in one of the following ways:

- Type the information using the terminal key board.
- Step the values up using the right mouse button and down using the left mouse button.
- Use the mouse to drag a value from one field to another.

3. Press Return to enter the value or text.

If the information you entered is in a valid format and within a valid range, the information appears in the field. If it is not valid information, an error message appears, or the entry is ignored and the original information is replaced in the field.

When entering a time in measures and beats, the space bar can be used in place of a colon. For example, 3:1.00 can be entered by typing

3 1 (3 space 1)

The screen cursor remains in the selected field until another field is selected.

Entering text and values with the terminal keys

In selected displays you can enter values and text using the terminal keys only. In the following steps, you do not need to use the mouse at all.

1. Press the arrow keys until you reach the desired field.
2. Press the Tab key.

You enter the overstrike mode. Any typed character replaces the one at the cursor and advances to the next character.

3. Press the Tab key again to move by words within the field. At the end of the field, the cursor wraps.

OR

Press the arrow keys to move character by character within the field. At the end of the field, the cursor wraps.

4. In a text field, use the Backspace key to erase characters.
5. Press Return to enter the value or text.

Switches

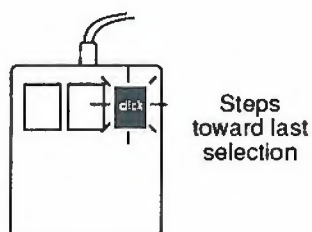
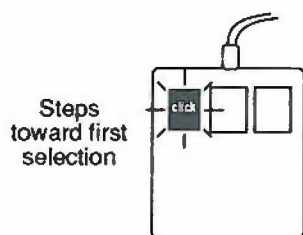
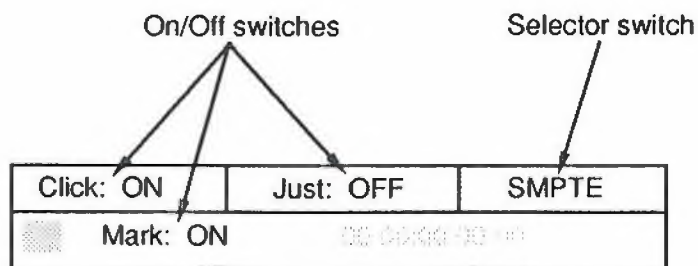
Switches are used to turn on or off a mode or function, or to step through a series of selections.

There are two ways to operate a switch with the mouse.

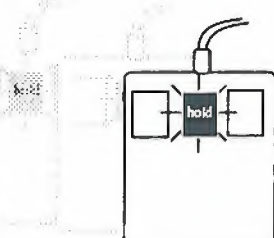
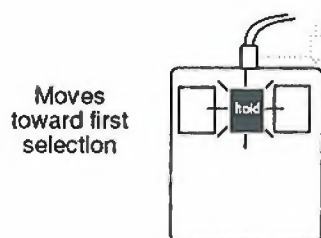
- Place the mouse cursor on the switch and click the right mouse button to step toward the last selection and the left mouse button to step toward the first selection.

OR

- Press and hold the middle button and drag the mouse to the right to step toward the last selection and to the left to step toward the first selection.



OR



Press and hold

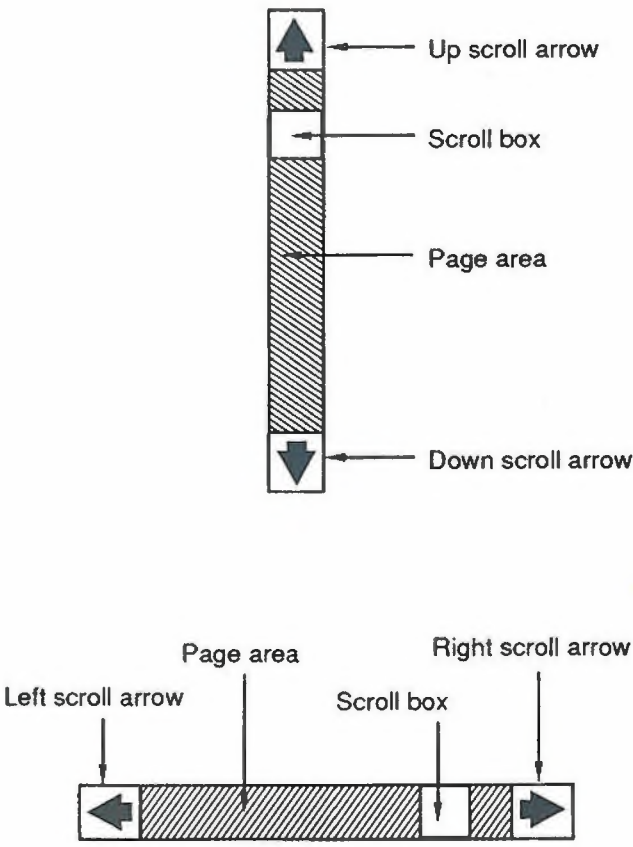
Operating a switch with the mouse

Scroll bars

Scroll bars are used to move backward and forward through the display of a list, sound, sequence or file. There are both horizontal and vertical scroll bars.

You can use a scroll bar to change location in several different ways.

- Step backward or forward slowly by clicking the **scroll arrow** at either end of the scroll bar.
- Scroll backward or forward slowly by clicking and holding one of the **scroll arrows**.
- Go directly to a location by dragging the **scroll box** to a different position.
- Page backward or forward by clicking in one of the areas between the scroll box and either end of the scroll bar.



Buttons

Buttons appear on the terminal screen as either oblongs or boxes and are used to activate different functions.

To operate a button

- Click on it with the mouse.

Some buttons, when clicked, select functions or commands that do not affect your current work. These buttons are enclosed with a single line.

Other buttons, when clicked, execute a command or function that alters your current work. These buttons are enclosed in double lines. Some double-line buttons have to be clicked twice before the function is executed. The first click places the button in a blinking* "ready" state, the second executes the function or command.

* Blinking buttons appear only on the Pericom terminal. On a VT640, such buttons must be clicked twice, but they do not blink after the first click.

Buttons on the terminal screen

Cut

Paste

Both

START

STOP

RECD

<<

>>



Take Button



Play Button

DTD MGR

Selection Panel Button

M1

M2

M3

M4

M5

M6

M7

M8

Memory Buttons



Exit Button

?

Info Button

Take buttons

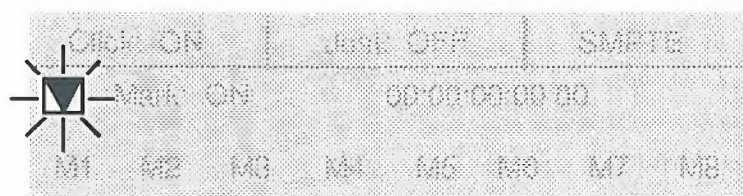
A Take button is used to place a value in a field. Take buttons are located on the terminal screen adjacent to the field which they affect.

Take buttons operate in different ways. Sometimes a Take button takes a value such as the current play time and puts it in the field adjacent to it. At other times a Take button "takes" the value in the adjacent field and stores it or places it in some other field. For information on how the Take buttons on specific displays operate, refer to documentation for that display.

To use a Take button

- Click the Take button.

The appropriate Take function is executed for that field.



Memory buttons

Memory buttons store time values for later use in another time field. A memory button is lit when it contains a time value.

To insert a time value into a memory button

1. Click and hold the middle mouse button on any time field.

The mouse cursor changes to a diamond.

2. Drag the time field value to the memory button and release the mouse button.

The value in the time field is inserted in the memory button, and the button lights.

To insert the contents of a memory button into a time field

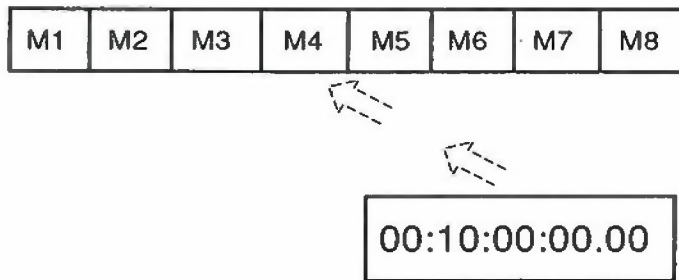
1. Click and hold the middle mouse button on a lit memory button.

The mouse cursor changes to a diamond.

2. Drag the memory button value to the desired time field and release the mouse button.

The time in the memory button is inserted in the time field.

Dragging a time value to a memory button



Operating the Monitor

Although most Direct-to-Disk operations are performed from the RTP system, many file management tasks are performed in the Monitor.

Complete instructions for using the Monitor are in the manual *Organizing and Storing Sounds*.

Selecting the Monitor

To enter the Monitor from the RTP system

1. Press Enter to return to the Main Menu.
2. Press Break.

The screen clears and the Ready prompt appears in the upper left corner. The screen cursor, a flashing rectangle, appears after the Ready prompt.

To enter the Monitor from the Screen Editor

- Type

.e

in the command column.

The Screen Editor Display is replaced by the Monitor screen with a Ready prompt in the top left corner.

Entering Monitor commands

When you are in the Monitor, you control the files on the Winchester disk by typing Monitor commands at the terminal keyboard. Some commands consist of just three letters. Others consist of two or more words separated by commas or spaces. The punctuation marks are essential parts of the command, although it does not matter whether you use upper or lower case letters.

After you enter the Monitor, the Ready prompt that appears on your screen signifies that the Monitor is ready to accept a command.

To enter a Monitor command

1. Type the command.
2. Press the Return key.

The computer executes the command. Sometimes a message is displayed on the screen, indicating the results of the action.

A new Ready prompt appears, indicating the computer is "ready" for another command.

If you make a mistake in spelling a command, the computer responds with the question

What?

followed by a new Ready prompt. Retype the command and press Return.

Operating the Monitor (con't)

Getting on-line help for Monitor commands

While you are in the Monitor, you can read about Monitor commands and related topics directly on the terminal screen by using the on-line "help" system.

- Enter the command

help

A display appears explaining how to use the help system.

You can get information on a particular command or a topic by typing help followed by the command or topic. To look at a complete listing of all help topics

- Enter the command

help contents

The contents listing that appears is on several "pages" of terminal screen. Move from one page to the next by pressing Return.

When you have finished using the help system

- Press Break.

The Ready prompt of the Monitor appears.

HELP COMMAND _____

The HELP command gives you on-line information about the Synclavier Terminal Support Options. By typing HELP and then a command or a topic, you may learn about these Options as you go.

Type **HELP TERMINAL** and press the RETURN key to learn how to use the terminal.

Or type **HELP** and one of the topics listed below.

MODULES	the software that runs the Synclavier.
COMMANDS	the special words you type.
MONITOR	the Ready > program that interprets your commands.
PLAY	the command that turns on the keyboard and calls up the terminal menus.

Each topic will point you to related HELP topics. Also, any word printed in capital letters is a HELP topic.

Type **HELP CONTENTS** for a complete list of all HELP topics.

_____ press RETURN for more on HELP COMMAND

Operating the Screen Editor

Some file management tasks are more easily performed in the Screen Editor.

Complete instructions for using the Screen Editor are in the manual *Organizing and Storing Sounds*.

Selecting the Screen Editor

To enter the Screen Editor from the Monitor

1. Type

sed

at the Ready prompt.

2. Press Return.

The Monitor is replaced by the Screen Editor display.

To enter to the Screen Editor from the RTP system

- Press Break

If you entered the RTP from the Screen Editor, the Screen Editor display appears.

If you entered the RTP from the Monitor, the Monitor screen appears.

The Screen Editor Display

The Screen Editor is a text editing tool that can also be used to save and recall files from the disk.

The Screen Editor Display is divided into two basic areas—the **command column** and the **text area**.

- The command column is the vertical column of letters on the left side of the screen. Depending on the length of the current file, letters from A to V may appear in this column.
- The text area is the entire area to the right of the command column. Up to twenty-two lines of text can appear in this area at one time.

At the bottom of the screen are the **query line** and the **status line**.

- The query line displays messages, including requests for confirmation and error messages.
- The status line displays information about the current file, including its filename and whether or not it has been modified from the disk version.

Entering Screen Editor text and commands

Screen Editor commands consist of one or two key-strokes. Some commands can only be entered when the cursor is in the command column. Others can only be entered when the cursor is in the text area. Some others can be entered anywhere, regardless of where the cursor is currently located.

Certain commands require additional information. When you enter a command of this type, the cursor moves to the query line at the bottom of the screen where a message appears requesting the information.

To complete the command

1. Type in the information required.
2. Press Return.

To enter text, position the cursor in the text area and begin typing.